**FLAT STYLE**

Is a minimalist style which use simple elements/shapes and bright/flat colours. Some properties are:

* High Contrast
* Minimalism
* The use of colour and contrast to create depth
* Efficient use of space

https://gigantic.store/top-20-flat-design-tips/

Use sans serif fonts

**Colour**

Use of bright colours

and

Pastel colours → Are pale tones of colours made by mixing a significant amount of white into the original shade. It transmits a calming, soothing and peaceful feeling.

Use of colour and contrast to create depth

Value – Use of Bright Colours. Low Value contrast

Saturation – Use of pastel colours with low Saturation. Medium Saturation Contrast.

Hue / Colour – Medium Contrast?

Colours are used to represent textures.

Use of Analogous colours. With enough contrast.

**Lines**

Lines can be straight or curvy, and always rounded and thick.

They are used to add shadows to the objects or to represent textures.

**Shapes**

Geometric.

Used for cut shadows in order to give a 3D look. <https://www.youtube.com/watch?v=a2lcUmNuyrM>

Basic Shapes used: Circle, rectangle and triangle

Rounded shapes are used for natural environment or human bodies. They give us a sensation of being friendly, nice, soft

Sharp shapes are used to represent danger like enemies, weapons, armours or things that can harm. They are also used to represent human constructions and give us the contrast the natural environment.

**Styleguide**

Pastel colors

Shapes and lines in the style

Add Vikings shields at the intersection of lines

**Atmospheric Perspective**

Appearance of an object as it is viewed from the distance.

* More distance the less contrast between the object and the background
* Less detail the far away
* Color less saturated and shifts towards the background color. More lighter.
* Overlap objects

So for mid-and background layers just make the objects smaller, less saturated and lighter. This will give the feeling of objects that are far away.

For light and shadows, choose according

human made

Use Side Multi view Projection, which is a type of orthographic projection where all the projection lines are orthogonal. The multiview describes an object from multiple viewpoints, but in games it means only 1 of those views are shown. We look perpendicular to the scene.

**Gradient**

No gradients

Examples in References/Style

**New Analyse**

**Colour**

* Color scheme
  + Analogous for the background and character and main elements are triadic.
* Contrast
  + Value → High contrast. Colors in the front are brighter than those in the background.
  + Hue → Medium contrast.
  + Saturation → Medium contrast. Elements in the back usually are more saturated than those in the front (those are less saturated).

(The explanation of the contrast is explained in the rules or in other parts not here)

* Proportions
* No gradients
* Colors used
  + Variety of colors that transmit a feeling of being friendly, nice, peaceful or happiness.
  + Brighter colors are used to stand out the elements in the front like the character or the main elements compare to the background elements that are darker. (high value contrast).
  + Also the value contrast is used to give the sensation of distance between the objects. The further away the less brighter.

**Shapes**

* Use of geometric shapes (Rectangles (rounded and not rounded), Ellipse and triangle.
* Mostly rounded to give a friendly feeling.
* Some shapes are shapes to give more detail or for contrast against the rounded ones.
* They are not realistic stylise and they usually are wider than normal (chunky)
* Used as textures and to add shadows

**Lines**

No lines used. All are shapes.

**Perspective**

**Rules**

Color Variation

* The Color of the elements shifts toward the background color as they are further away

Bright Variation

* Big Value contrast between elements in the front and those in the back.
* Mainly used for

Detail Variation

* Elements become less detail as they are far away and also smaller.

Saturation Variation

* Objects in the front are less saturated that those in the background (usually more saturated). This helps to the character and the main elements to stand out against those in the background.